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Atari Age

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THINK YOU'RE GOOD? PROVE IT!

Get set for Phase 2 of the Atari Club Videogame Masters Competition—

QUADRUN!

The Atari Club continues its search for the best videogame players in the nation with another Club Exclusive Cartridge Introduction, an absolutely unique game that pushes your joystick abilities to the limit. Setting high score records on QUADRUN won't be easy—but it's worth the effort. The two highest scorers entered in the Masters Competition will be flown to the 1984 Olympic Games in Los Angeles, to compete head-to-head against winners in the other two Masters divisions for the title of Ultimate Videogame Master —and a prize package to fit the title.

GRAND PRIZE

The Ultimate Videogame Master wins:

- An Atari Arcade Video Game
- A Canon A-1 35-mm camera outfit!
- $1000 in cash!

FIRST PRIZE

The two top scorers for the QUADRUN cartridge competition will win:

- A Trip for Two to the 1984 Olympic Games to compete in the Videogame Masters Competition Finals!
- A Canon Snappy 35-mm Camera!

SECOND PRIZE

The next three highest scorers for the QUADRUN cartridge competition will win:

- An Atari 800XL Home Computer!

FOR EVERYONE WHO QUALIFIES AS A VIDEOGAME MASTER

Reach the established Masters score level on QUADRUN — 25,000 points — and win:

- An iron-on patch proclaiming you an official Atari Club Videogame Master.

HOW TO ENTER

1) Purchase a Masters series cartridge from The Atari Club for your Atari 2600 system. You will receive an official Videogame Masters entry blank with your cartridge.

2) Snap a picture of the game screen showing your best score, making sure that the score is clearly visible, and send it along with the official entry blank or a reasonable facsimile and the proof-of purchase seal from the QUADRUN game box.

3) Be sure to write your game score in the lower left-hand corner of your envelope.

4) For the QUADRUN competition, your entry must be received by April 15, 1984.

5) Complete rules are available with the QUADRUN cartridge shipment, or by sending a self-addressed stamped envelope to ATARI CLUB QUADRUN CONTEST, Rules Request, P.O. Box 5036, Great Neck, NY 11023.

6) Contest open only to U.S. residents. Employees of Warner Communications Inc., affiliates, subsidiaries, and production agencies and Scharer Associates, Inc. are not eligible to enter. Void wherever prohibited or restricted by law. All federal, state, and local laws and regulations apply.

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THE CHALLENGE— MASTER THE RUNT GUARDIANS OF QuadRun

Enter the strange world of QUADRUN.

Meet the odd inhabitants — little robot folk called Runts, who are trying to escape from the clutches of the weird Runt Guardians. The Guardians come in five flavors — Goons, Snags, Yo-Yos, Nods, and Brats. They may not sound evil, but you'll learn to loathe them when they stand between you and the Ultimate Videogame Master title.

QUADRUN is abstract, unusual, and very fast. Your on-screen movement is totally different from anything you've played before. You "pop" from point to point, then jockey for position from side to side. You shoot at your enemies, but then you must scoot to catch your own shot. You've got to run, shoot, catch, watch, judge, figure, guess, teleport, hunt, save, aim, and fire — all at once!

The four-sided battlefield of QUADRUN awaits you. Accept the challenge!

It will be at least six months before QUADRUN is sold at any store — it may never be released to the general public! But you can get in on the fun right now!

QUADRUN Item Code C97 $31.95

TO ORDER:
CREDIT CARD CUSTOMERS
CALL 1-800-538-8543
(CA residents call **1-800-672-1404**)
Or use the convenient Mail Order Form included in this magazine.

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NOTE:

In the July/August issue "Captain's Log" we ran a photo of a button saying, "I Play Games" without mentioning that it was copyrighted by Video Games Update. Sorry.

Captain's Log

Here I am wishing you all a Happy New Year, and I never got a chance to wish you a Merry Christmas. What happened?

As long-time Atari Club members have no doubt noticed, the magazine has been arriving later and later within each bimonthly period. For about a year now, something keeps coming up to push our publication date back by another week here and there. The time has come to wave our magic wands and instantly return to schedule. Shazaam! It is done!

Look at it this way—the next issue of **Atari Age** will say "March/April" on the cover and arrive in March. And you will receive the full number of issues you were promised—we will just extend the term of your subscription another two months. And don't worry about falling behind on news of the latest Atari games either. This issue may be the usual size, but it covers all the Atari releases scheduled through February, and has some of the most revealing Sneak Peeks we've ever published to put you far ahead of nonmembers.

One more change for you to notice—the Club mailing address has moved, from the heart of Philadelphia to beautiful downtown Clifton, New Jersey. If you've sent mail to the Philadelphia address, don't worry—it will all get to us. But from now on, send all of your correspondence, orders, suggestions, Game-Grams, Your Turn contributions, and so on to THE ATARI CLUB, 120 Brighton Road, P.O. Box 5068, Clifton, NJ 07015.

So much for business—on to pleasure. Like the pleasure of winning a trip to the Olympic Games, for example. You still have time to enter the Gravitar competition if you hurry. And now the second game in the series is ready—**Quadrun**. Once again, we're challenging the topnotch gameplayers in the Club to show us how good

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you really are. **Quadrun** is a totally different kind of game from anything you've tried before. If you're fast with a joystick, you'll become a good player fairly quickly. But a great one? That's not so easy. For those who truly master **Quadrun**, though, there are fabulous prizes — travel, cameras, computers, cash, and an arcade video game. A worthy reward for the true Videogame Master. And remember, this contest is open only to Atari Club Members.

1984 looks like a good year for The Atari Club. We have lots more surprises in store for you, including the third and final cartridge in the Videogame Masters Competition, more inside information from the game programmers at Atari, more news and advice about home computers, and plenty of unusual features. And if you look in the centerfold of this issue of **Atari Age**, you'll find your first bonus for 1984 — a pull-out calendar loaded with Atari artwork for your wall.

Happy New Year!

Steve

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New Cartridge Report

Mario Bros.
by Nintendo

For Atari 2600 and 5200 systems

Mario of **Donkey Kong** fame is tired of monkeying around in the construction business. Now he has joined his brother Luigi in the plumbing trade. But if he thought things would get quieter in his new profession, was he ever wrong! All sorts of pests are climbing out of the pipes and onto the floor. The brothers must knock them off into the puddle of water below.

These pipe-dwelling critters may not be as strong as a gorilla, but they're a lot trickier. To knock them off, you first have to bop them onto their backs. That's not too tough when dealing with Shellcreepers (who look a lot like turtles). Just jump up and hit the floor beneath their feet and they'll flip over. Then jump onto the level they're on and kick them off.

Things get trickier when the Sidesteppers show up. These crab-looking creatures don't flip over so easily—the first bop just annoys them and speeds them up. It takes two bops to flip 'em.

Next out of the pipes are the Fighterflies. These tricky little devils bounce as they buzz by —if you don't hit the floor at the moment they land, they get off without a scratch. And as the action speeds up you'll meet Slipice, an icy creature who will freeze the floor into a slippery mess if you don't bop 'em first.

There's lots going on in **Mario Bros.**, including-bonus coins and a "POW" button for emergency aid. And the game plays perfectly with either one or two players on the screen at once! No more waiting your turn—one of you can be Mario, the other Luigi, and team up to tackle screenfuls of pipe pests.

Pigs in Space

For Atari 2600

Muppet Madness comes to videogames, and space battle will never be the same!

The crew of the Swinetrek, well known to all Muppet Show fans, face outer space menaces as weird as they are challenging. There are three entirely separate games in this cartridge, one for each crew member.

Captain Link Hogthrob takes on Chicken-vaders, The Ultimate in Fowl Play. Rows of threatening space chickens hover overhead, dropping devastating eggs. A hit turns Link into a chicken! He counterattacks by shooting link sausages up at his descending enemies.

First Mate Piggy faces a menacing round of Pastaroids. She has been ejected into the midst of a raging pastaroid storm, made up of spacy streams of meatballs and spaghetti. She must fight her way through this deadly—and fattening—torrent of Italian food to return to the Swinetrek. Karate chopping meatballs earns extra points. But a collision with the spaghetti or meatballs sends Miss Piggy reeling.

Finally, Dr. Strangepork must navigate the Swinetrek in a death-defying Escape from the Planet of the Gonzoids. Strange metallic robots who look suspiciously like Gonzo hurl pizzas across a mine tunnel. You must navigate past these obstacles to freedom. You are armed with Dr. Strangepork's semi-wonderful weapon, the Boomeray. Like a boomerang, it shoots upward but curves back down. The Swinetrek must avoid its own shot or be demolished!

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Quadrun

Atari Club Exclusive Cartridge Introduction
For Atari 2600

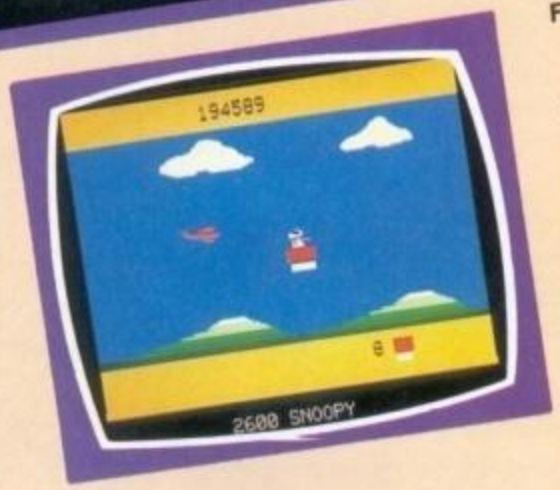
You realize you're into something different as soon as you plug **Quadrun** into your Atari 2600 unit and turn it on. The name of the game appears on screen, and a voice comes out of your TV speaker, announcing "Quadrun! Quadrun! Quadrun!"

Now you get into game action, and you **know** you've found a unique game challenge. You are transported to a four-part game grid, forming two movement paths—top-to-bottom and side-to-side. You move instantaneously from one side of the field to the other with a flick of the joystick. Then line yourself up carefully within your quadrant—there are five different kinds of Runt Guardians patrolling the field, each with a different movement style. Aim your phaser ball and shoot, but don't stop then—you start with only three phaser balls, and have to race down and catch them before they leave the playfield forever. Don't let those Runt Guardians get away, either—each one who escapes shortens your Critter Counter and, when it's gone, so are you!

You have one more bit of business to contend with—the Runts! They're friendly little fellows who try to escape from the Guardians along the side-to-side path. They need you to catch them and free them, though, so keep a sharp eye and don't let the little Runts down.

Quadrun has brilliant colors, fast action, and an extra attraction for really hot gameplayers—the top **Quadrun** scorers will become Atari Club Videogame Masters finalists and battle it out for the championship at the Olympic Games in Los Angeles!

Snoopy and the Red Baron



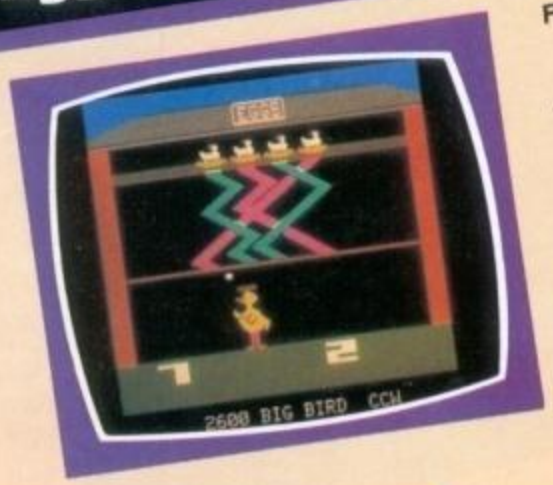
For Atari 2600

Here's the World War I flying ace ready for another dangerous mission. This time he must recover the stolen treats in an aerial dogfight to the finish!

The situation is desperate—the Red Baron has been stealing the Allies' treats! Their precious supply of goodies is shrinking at an alarming rate. What will they do without popcorn, burgers, pizza, ice cream cones, and root beer. Good grief!

It's Snoopy to the rescue, flying aerial maneuvers to shoot down the Red Baron and snatch back the stolen treats. The Baron is tricky—he can hide in the clouds overhead in his Fokker triplane, or drop a deadly skull and crossbones just when you thought you'd be able to grab a tasty treat. But don't worry—you have four skill levels to choose from, so everyone from the youngest family members to seasoned arcaders can have fun flying Snoopy into combat.

Big Bird's Egg Catch



For Atari 2600

Another beloved Sesame Street Muppet arrives in videogame form to help preschoolers practice important learning skills, thanks to the joint efforts of Atari and Children's Computer Workshop.

Chickens are laying eggs in the hayloft. Beneath each chicken there's a chute to carry the egg down to Farmer Big Bird. You must position Big Bird under the chute which carries the egg and catch them in the basket on his head. If you miss, you've got scrambled eggs!

Big Bird's Egg Catch has ten different playing levels, beginning with straightforward chutes and simple movements for the youngest players, and moving up to complications like invisible eggs and disappearing chutes which will challenge 7-year-old videogame fans and their parents. All but one of the variations can be played by one or two players.

As with all the Atari/Sesame Street Library cartridges, **Big Bird's Egg Catch** is played with the Kids' Controller, a specially designed keypad with big buttons and colorful overlays to make gameplay easy for little people with small hands.

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HOW TO SHOOT SCREEN PHOTOS

Whether you need a screen shot to enter the Atari Club Masters Competition, or just want proof of your high-scoring performance on an Atari game, here are the tips you need to get clear, readable photos.

You can shoot pictures of Atari game score displays on your TV screen with many types of camera, but it's a lot easier with some types than with others.

Your best choice is an automatic exposure 35mm single lens reflex camera (SLR), such as the Canon A-1 included in the Masters Competition prize package.

Using an SLR equipped with a standard 50mm lens you can get as close as one and a half to two feet away from the TV screen and get a print in which the screen occupies almost all of the image area. Your score will, therefore, be nice and readable on a standard 3 x 5 inch print.

You'll need a tripod or some other sturdy camera support. That's because you'll want to shoot with a slow shutter speed, ideally 1/8th second, for best results. Shoot faster than that and you may get a diagonal bar across the image—a "scanning bar." That's because of the time it takes for a complete picture to be formed on the TV screen. Note that we said "best results." We've shot with an AE-1 set at 1/15th second and 1/30th second and, while scanning bars were faintly visible, the results were entirely acceptable for contest submission.

Color print film with an ASA/ISO rating of from 100 to 400 is recommended.

When you are ready to shoot, line up your camera so its back is parallel to the TV screen and the lens is pointed at the center of the screen. When you focus, tilt the camera a little and focus on the score display. Go back to dead center and shoot.

The score display and background colors will change every few seconds—that's a feature Atari programs into their cartridges to eliminate any chance of picture tube damage. Shoot when there's the most contrast between the score numbers and the background—either dark on light or light on dark.

Before you start shooting, you should turn off any room lights that may reflect on the screen. A dark room is best. Don't use flash.

Autofocus 35mm cameras such as the Canon Sure Shot generally will only focus as close as nine or ten feet. That's still close enough to get a readable score image on a 3 x 5 print. Check your owner's manual to see what the minimum focusing distance is and use a ruler or tape measure to get the right distance from the camera to the TV screen. At a distance of nine or ten feet, the light meter in the typical autofocus camera will "see" not only the bright TV screen, but also some of the darkened room around the TV set. The camera's exposure system is likely to average the two light readings, and you may get a picture with the TV screen a little overexposed (too bright). Don't worry, the score will still be readable. If you are a perfectionist, you can get better results by changing the ASA/ISO setting on your camera a bit. Say you are shooting with ASA/ISO 100 film. Move the ASA/ISO dial to the next lower notch, say 80. That will underexpose the shot a trifle and, while the room around the TV set may go totally black, the screen will be better exposed.

Most autofocus cameras have so-called "programmed" shutters. This means that the camera's exposure system automatically sets both the shutter speed and lens aperture to suit the lighting conditions. Again, you'll want to shoot slow to eliminate scanning bars. Use ASA/ISO 100 or 200 film with this kind of camera.

There are two kinds of simple point-and-shoot cameras. The popular Canon Snappy (another contest prize) is an example of the somewhat more sophisticated kind, although it's just as easy to use as the more elementary models. Like the autofocus cameras, Snappy has a programmed shutter. Use it with ASA/ISO 100 or 200 film and the exposure will be slow enough to eliminate scanning bars. The recommended camera to TV set distance is from four to five feet.

The simplest cameras have single speed shutters, generally 1/125th second. At that speed you may get scanning bars. The solution is to shoot several frames. The odds are that you'll get one or two prints in which the scanning bars do not hide your game score.

Some ultra-simple cameras have shutters that operate at a slower speed when flash is used. If you have a camera of this type, insert a used flash bulb. The camera won't know the difference and will automatically set the lower shutter speed. This may be enough to make scanning bars unobjectionable. You can find out if you have this kind of camera by asking your photo dealer or checking the instruction booklet that came with the camera.

Many of the most inexpensive point-and-shoot cameras have "slow" lenses, meaning that the maximum lens opening may not be large enough to let in enough light to get a decent picture from a TV screen. Lenses with "f" numbers smaller than f/8 are no problem. If the number is larger than f/8 (say f/11) you may have difficulty. Thanks to the new ASA/ISO 1000 films you may still be able to get pictures with readable scores. Try it—you could be a winner.

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THE CASEBOOK of R. CADE

Our hardboiled high school detective takes on treacherous Henry Cadwallader once again in the death-defying Case of the EPROM Connection.

The room was hot and sticky, the constant murmur of muffled conversation broken only by the occasional crash of shattering glass or the squeal of pain as metal chair met innocent flesh. The air was heavy with the unmistakable stench of decaying fruit. I don't know why I went there, but I did, five days a week. Sure, I could have walked outside, where the air was crisp and cold, and the deli was packed with kids munching $1.75 bologna-and-cheeses. But no, I came back day after day to the school cafeteria.

I never touched the food. But while I pushed the slabs of mystery meat around on my plate, I feasted on the gossip, the innuendo, the fevered glances that shot from love-starved guys to stuck-up prom queens like bolts from a laser cannon. In this steamy atmosphere of simmering high school passions, the bit of information that could blow a tough case wide open might bubble to the surface at any moment. I knew that's where R. Cade had to be. It's not always a pretty job being a high school gumshoe, but what the heck — everybody needs an extracurricular activity.

The extracurricular activity I wanted to pursue sat down next to me one especially miserable Monday. Her name was Helen Argenziano, and she had everything I could ask for in a woman. Bright. Good-looking. And her father owns the video store downtown.

Her only optional equipment that didn't meet my specs was a hunk of meat named Roger. As far as I could tell, all Roger had to offer were blond eyebrows the size of twin gerbils, the halfback slot on the first string varsity football team, and a hand-me-down Porsche his father had gotten tired of.

That hadn't stopped me from asking Helen out half a dozen times. It only stopped her from saying yes.

"What's a nice girl like you doing in a place like this," I asked, regretting each syllable as it fell like a lump of lead from my lips.

"Cade, I have a question for you. You're Mister Video in this school, right?"

"Too easy. Ask me another."

"I'm serious, Cade. I have to find out what an EPROM is."

An EPROM? Where did a doll like this come up with a question like that?

"Okay, but pay attention — there'll be a quiz when I'm done. EPROM stands for Erasable Programmable Read Only Memory. It's a kind of computer chip. You can put a program on it, then erase it and put another program on it."

"Does it have anything to do with videogames?"

"It can. When manufacturers are trying out games before they're released, they put the programs on EPROMs so they can be tested."

Here I was sounding like Scientific American magazine when the cover of Cosmopolitan was staring me in the face. It just didn't read.

"What would one of those EPROMs be worth?"

How'd we get to the Wall Street Journal? I couldn't figure the angle. But it was definitely time to go fishing.

"Listen, Helen, if your old man has any plans to sell EPROMs in his store, tell him to forget it. Companies never sell those things — they'd be hot merchandise."

"Then they **would** be valuable?"

I saw that look in her eyes — that hungry half-smile dames get when they're about to do something they shouldn't. If Adam had known what that look meant, he never would have sunk his choppers into that malevolent Macintosh. And as soon as I saw that look, I had a pretty good hunch who the snake was.

"Could this sudden interest in microelectronics have anything to do with Henry Cadwallader?"

Her cheeks answered the question for me — they glowed red like the brake lights on her boyfriend's Porsche.

"Why don't you and I go have a little talk with my friend Caddy." I took her firmly by the arm and steered her through the sea of crumb-encrusted humanity to the corner table where Cadwallader held court.

"Henry, old man, I understand you've gotten into the retail trade."

He looked me straight in the eye. I saw his left hand hit his lap in a movement I wasn't supposed to see.

"Aren't you going to let me see your EPROM, Henry? You know how interested I am in videogames."

Henry shot Helen a 45-caliber glance. All eyes at the table shifted rhythmically from Caddy to me, and back to Caddy. I saw two $20 bills crumpled in the hand of the kid on Henry's left. Looked like I had shown up just in time.

"Sure, you can see it." He tossed it a little too hard, but my hand-eye coordination is too well trained by hours of joysticking to let Henry get one past me. I snatched the plastic missile out of the air.

It looked like any other cartridge casing, except there was no printed label. Instead, a typed paper was glued to the front — "CONFIDENTIAL EXPERIMENTAL EPROM".

"Impressive, Caddy. What's the game?"

"You've never heard of it, Cade, I guarantee you that. In fact, nobody will get hold of this game for months, unless they get it from me. It's called 'Battle on Planet X'."

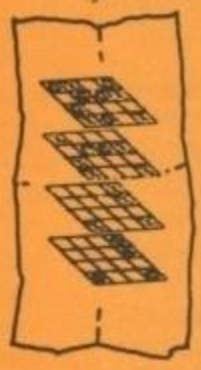
"And where did you get this little gem, Caddy?"

"He got it from a friend of his at Atari." The answer came from the kid with the crumpled currency in his fist.

"So, this is going to be an Atari game! Now I am impressed. How does the gameplay go?"

Caddy bit off his words in bitter little chunks. He knew I was waiting for him to slip up, and he knew I knew he knew. But we had an audience, and he couldn't leave center stage now.

"Listen up, Cade — I'm only going through this once. The aliens from Planet X have four floating space stations. You've got to disable all of them by landing on each and setting your Cosmic Crushers in place in the sectors on the surface. The Crushers only become operational when they're lined up to complete a circuit. Of course, the X aliens aren't defenseless. They have Positronic Pulverizers, and they get planted on the planet's surface too. If they complete their forcefield circuit before you do, you're wasted."



"Wow." It was the cash kid. The bills were getting mashed and sweaty. I heard a faint click at my side. Helen had opened the catch on her handbag and was reaching for her wallet. It was time to put an end to this insidious charade.

"Hand me a piece of paper somebody." Helen gave me the back of her health spa membership card. Class.

I did a fast sketch and tossed it to Cadwallader. "Is that about what your new game looks like?"

Henry turned the color of butterscotch pudding. I tried not to smile.

"Seems to me an EPROM like that is much too valuable to sell, Henry. Don't you think you ought to hang on to it?"

He nodded agreement just as the bell rang signalling next period. No money changed hands. The cafeteria cleared out. Only I was left. And Helen.

My sketch was lying crumpled next to Henry's lunch tray. She took it, delicately spread it out, and looked at me quizzically. I explained it all quickly to her. I also asked her out for the seventh time, for this Friday. Strange thing. She accepted.

Couple of possibilities now. Roger may separate my flesh from my bones. Helen may decide that getting involved with somebody with my taste for danger could be asking for heartache — I could understand that. Or this could be the beginning of a beautiful friendship.

Do you know how Cade cracked the case? The answer is in the Solution Section on page 10.

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GAME-GRAMS

Dear Atari Club,
I was recently looking through a cartridge catalog called "A Guide to the Atari Stars" when I noticed that the Combat *picture is different from my* Combat. *Is this* Combat *an updated version? If so, can us older* Combat *owners trade in or get a rebate for the old cartridge?*

Chris Schunmann
Wallingford, CT

The updated version of *Combat* which you saw pictured is an example of a cartridge that seemed like a good idea at the time, but lost its appeal somewhere between the programming lab and the marketplace. The picture in the catalog is accurate—we have seen a version of the game as it was partially programmed, and it was coming along nicely. However, with *Battlezone* on its way and *Pac-Man* included with Atari 2600 units now being sold, there didn't seem to be much need for an updated version of *Combat*, so the project has been shelved.

—Editor

Dear Atari Club,
I'm writing to you to ask why are the figures in Atari games made out of square boxes?

Amy Schinning
Fraser, MI

The topic of how computer graphics works is fairly complicated—we'll go into it in detail in future issues. However, here's a quick answer to tide you over:

The picture drawn on the screen is made up of lots of squares called "pixels." Even if an object appears to be round, it is still made up of square pixels. What varies is the size of those squares—when they get small enough, you don't see them as squares at all, but simply as points of color. Then why don't the programmers always use small pixels and create smooth curves and detailed pictures? The smaller the pixels, the more computer memory it takes to hold the picture, and memory is almost always in short supply. The programmer has to make trade-offs—using larger pixels leaves more memory available for gameplay, sound effects, and so on.

—Editor

Dear Atari Club,
What is the difference between the Atari 2600 and the VCS? I am wondering because whenever I see cartridges I want to buy I sometimes see that it's for the 2600 so I'm afraid to buy it because it might not fit into my VCS.

Nicole Maynard
Melrose, MA

The Atari 2600 Video Computer System is the full, official name. However, it is popularly called the Atari 2600 or the Atari VCS game system—whichever name you hear, they're talking about the same machine. We have also heard from readers who were confused by the game units offered by Sears under their Video Arcade label. The Sears Video Arcade and Video Arcade II were sold by Sears at a time when their company policy was to avoid selling anything that didn't have their store name on it. In fact, both units were manufactured by Atari for Sears, and will play any Atari 2600 game cartridge.

—Editor

Dear Atari Club,
I have learned that on all of my Atari game cartridges, if you are in the middle of a game and you turn the television set off, leaving the Atari switches turned on, you can still play the game. Of course you can't see the picture or hear the sound, but turn the television set back on and you will have moved some or even scored more points! By the way, does this hurt the Atari VCS or the cartridges when you do this?

Dan Diebenport
Nacogdoches, TX

No, Dan, you won't hurt your game unit this way—although you might confuse it with your strange behavior. Your Atari game console does its work and sends a signal to the television set, which receives it much the way it receives a signal broadcast from a TV station. The game unit doesn't know the TV set is off, any more than ABC knows I've turned off Monday Night Football after a half hour of Howard.

—Editor

Dear Atari Club,
What do the strips of rainbow stand for on the front cover?

Ricky Ham
Fullerton, CA

You're making me feel old! Surely people still play *Breakout* (or at least *Super Breakout*). Those *Atari Age* stripes represent the colorful layers of bricks of those classic Atari games. Even now, when game graphics have improved enormously and game plots have become increasingly complex, we won't hesitate to recommend *Super Breakout* to anyone—it's still a great game!

—Editor

WE'VE MOVED OUR MAILBOX!

Keep sending us your cards and letters, Club Members, but be sure to send them to our new address: Editor, **Atari Age**, 120 Brighton Road, P.O. Box 5068, Clifton, NJ 07015. If we print your letter in the magazine, we'll send you the Atari game cartridge of your choice.

Solution Section

SEND US YOUR FACE CONTEST RESULTS

Thanks to all of you who sent us your smiling faces (yes, even you dogs and cats, although we can't figure out how you addressed the envelopes). The first prize winners are all human, and good-looking humans at that. We've handed pictures of Brian S. Gregory of Glendale, AZ, Rob Vertres of Louisville, KY and Jennifer Kingham of Shawnee, OK over to our friends at DC Comics, who will include our winners in an upcoming issue of **Atari Force** comics. We'll reprint the artwork in **Atari Age** when it's completed. The rest of our "Send Us Your Face" winners will be notified by mail.

CORRECTION

In the September/October issue's "Your Turn" section, a typographical error made the "Who's Who in the Game Room" puzzle unsolvable. The mistake is in Clue #2, which should read: Jim's score was better than the score of the person playing **Pac-Man.**

ATARI SCRAMBLE SOLUTION

1) Asteroids; 2) Haunted House; 3) Night Driver; 4) Bowling; 5) Super Breakout; 6) Defender; 7) Adventure; 8) Slot Racers; 9) Basketball; 10) Warlords; 11) Sky Diver; 12) Missile Command; 13) Pac-Man; 14) Casino; 15) Combat.

CASEBOOK OF R. CADE

Cadwallader didn't have a new, unreleased game—he had picked up a copy of an old, discontinued Atari cartridge, **3-D Tic-Tac-Toe,** taken off the genuine label, and put his own fake label on it instead. A good game? Yes. A secret, "hot" EPROM? Come on, Cadwallader—you should have known R. Cade would remember a classic Atari game, even if it's not on the shelves anymore.

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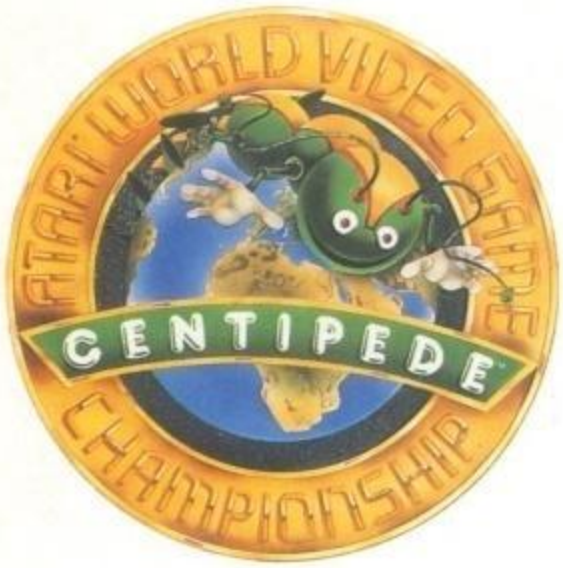


WORLD CENTIPEDE CHAMPIONS CROWNED

On September 15 in Munich, Germany, 35 videogame experts met to vie for the title of World Centipede Champion. Representing 24 countries, the contestants ranged in age from 11 to 39. Collectively they had defeated more than two million players around the world to win the right to compete in the Championship. There were two age categories in the competition—18 years and under and over 18. And when the last bug was blasted, the U.K. emerged victorious, with the championship in both age categories.

Playing the Atari 2600 version of Centipede with the Trak-Ball controller, Stuart Murray, 14, from Scotland, took first place in his division with a score of 323,512 points in two 20-minute rounds. Andrew Brzezinski, 19, from England, won the senior division with 322,044 points.

The top three finishers in each category were awarded seven-day all-expense-paid trips for two to the 1984 Olympic Games in Los Angeles, along with an Atari Home Computer.

The best finish by a U.S. contender was second place in the over 18 category for Doug Leighty, 21, with a score of 290,986.

FREE COMPUTERS FOR SCHOOLS OFFERED BY ATARI AND POST CEREALS

Does your school or school-affiliated group need a computer? How about printers, disk drives, and educational software? Thanks to a new program called "Catch on to Computers," a wide array of Atari computer equipment is available at no charge to qualifying groups.

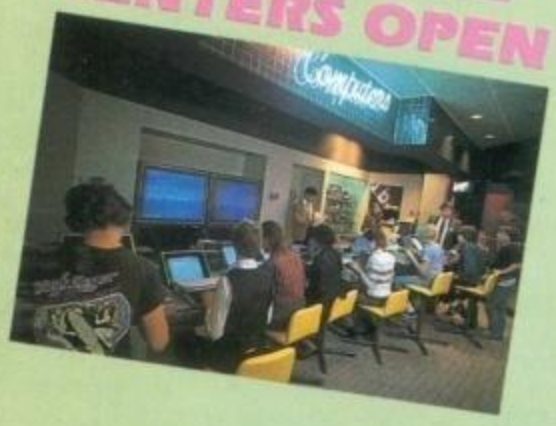
The Catch on to Computers program is a joint effort of General Foods' Post Cereals and Atari, Inc. During the year-long program, schools can earn Atari computer equipment by collecting a specified number of Post cereal proof-of-purchase points.

Another aspect of the Catch on to Computers program is a nationwide computer literacy program designed to give all age groups a free hands-on learning experience with computers. A Catch on to Computer program ran in 10 cities across the country during October, November, and December, introducing the basics of computing to more than 50,000 children, adults, and teachers.

Cities involved included New York, Los Angeles, Milwaukee, Denver, Chicago, Washington, D.C., Houston, New Orleans, and Atlanta. At each stop on the tour, computer training experts presented 80 hours of free tutorials and distributed thousands of free booklets.

For more information about the free equipment offer or any of the events, write to Catch on to Computers, P.O. Box 3445, Kankakee, Illinois 60902.

ATARI ADVENTURE CENTERS OPEN



Atari introduced a whole new concept in family entertainment centers with the November opening of the first Atari Adventure, in St. Louis, MO.

This unique alternative to the traditional arcade set-up combines a high tech videogame environment with a hands-on computer learning center, complete with full-time instructors, and a special display area featuring the latest in video game technology.

The learning center will feature the Atari XL home computer line in a classroom setting. This computer learning center will provide regular classes for people of all ages interested in becoming "computer literate." It will also be possible to pay for time at the computer work stations, to do homework, use a word processor, or perform other computer applications.

The game room will offer the latest arcade games from all the major manufacturers in a high tech setting. And the technology display area will offer a unique opportunity to view the absolute latest from the Atari research and development group, including experimental electronic equipment and prototype videogames which are still in the polishing stage. This area will be more than an exhibit. Visitors' opinions on the new games and equipment they see will be actively solicited. "Through Atari Adventure, we will be able to get even closer to the player, to find out what excites and motivates them," commented Barnie Sullivan, vice president of Atari Adventure. "We feel it will greatly aid our research efforts in this vital area."

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Sneak Peeks

While the rest of us are busy mastering the cartridges we found under the tree or stuffed in stockings in December, Atari programmers are working like busy little elves to create the games we'll be playing through 1984. And this leap year, videogame fans will really be jumping for joy, judging from what we saw on our latest visit to Sunnyvale. Here are just a few previews of the games in the news Atari will introduce in the months ahead.

LUCASFILM

Just over a year ago, Atari entered into an agreement with Lucasfilm Ltd., the makers of the STAR WARS movies, to create original videogames utilizing the filmmakers' unique computer graphics talents. We had the privilege of peeking at the two games which are now nearing completion for Atari home systems, and they are nothing less than spectacular!

The details must remain "Top Secret" for now. However, we were given permission to reveal the basics of these state-of-the-art games.

The first is a futuristic ballgame with high-velocity action and astounding graphics. And when combined with dazzling three-dimensional perspective and space-age sounds, it's like a dream of what sports might be like in the 21st century.

The other game we tried is a space theme challenge worthy of the Lucasfilm name. The player is the pilot of a realistically pictured rescue ship, flying through the cosmos to pick up marooned astronauts. The big news here is the way you pilot your ship over the terrain. Banking turns, rapid acceleration, and lifelike take-offs and landings as you journey over a mountainous landscape bring heart-stopping excitement to this mission.

We wanted to take the game demos home and start playing them now, but there are still some finishing touches to be done. Expect them to be released in the middle of 1984 — we'll keep you up to date on further developments. Keep your eyes open — these are games worth waiting for!

COMING SOON FROM AN ARCADE NEAR YOU

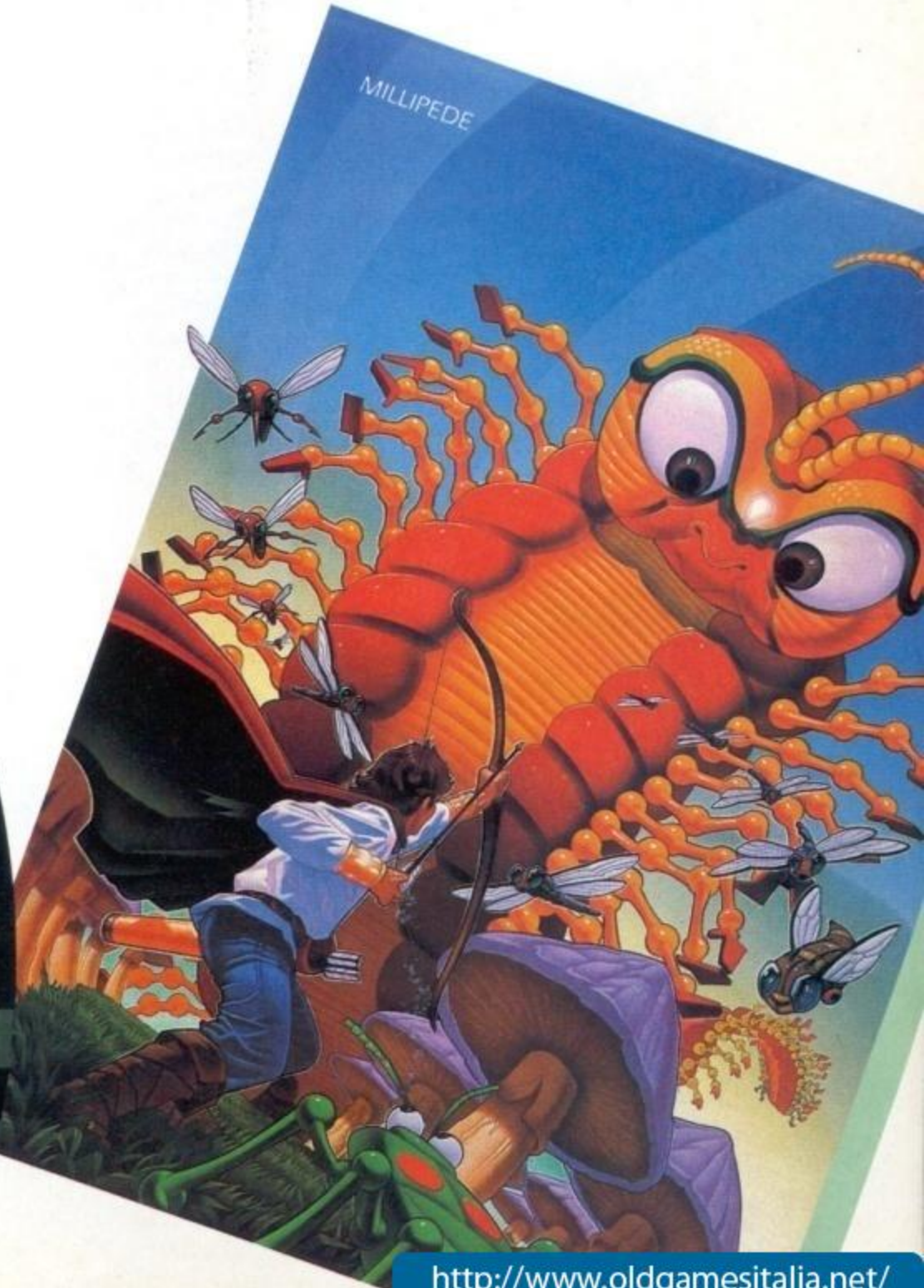
By now we've come to expect the hottest arcade games will come home thanks to Atari, and 1984 is no exception. A sample of what's being worked on now:

CRYSTAL CASTLES: The current Atari arcade hit starring Bentley Bear in a gem-grabbing fight to the finish against an assortment of odd creatures in a series of many-leveled Crystal Castles. For all Atari game and home computer systems.

MILLIPEDE: Another Atari coin video hit, the updated, hotter-than-ever version of the classic **Centipede** is due for all Atari systems this year.

STARGATE: If you enjoy **Defender**, you'll love **Stargate**, Williams Electronics' enhanced rendition of their super space challenge. The Atari home version is due this spring, once again for all Atari systems.

We'll have more news on arcade translations currently in the programming labs in our next issue.



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COIN VIDEO PREVIEW

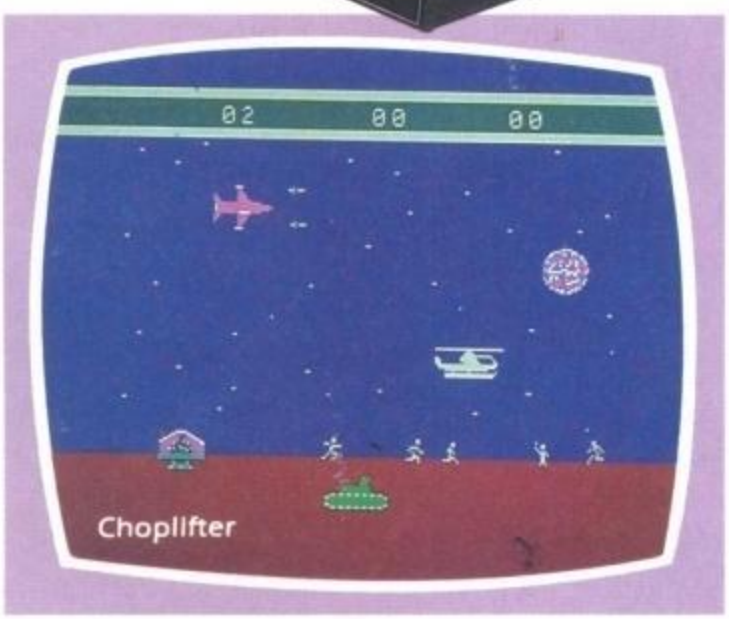
Two quick glimpses at brand new coin videogames introduced by Atari at the Amusement and Music Operators Association trade show held in New Orleans in October:

FIREFOX: The first laser videogame from Atari, **Firefox** brings the excitement of the action-packed Clint Eastwood movie of the same name to the arcade. The thrill of real fast-flying movie footage is enhanced by sophisticated digitized voice reproduction which lets gameplayers hear over 28 of Clint Eastwood's phrases from the film. Another highlight — the specially developed flying controls created for the **Star Wars** coin videogame are found on **Firefox**, adding to the realism of the flight experience.

TX-1: Namco knows driving games — they're the people who brought us **Pole Position**, and more recently **Pole Position II** (see page 25). Now they've created a new auto racing game which Atari will bring to the arcades in early 1984. **TX-1** features three screens for wraparound action. The combination of sights and sounds in the sit-down version will immerse players in a total driving experience.

COMPUTER GAME FAVORITE DUE FOR ATARI VCS SYSTEM

One of the most acclaimed computer games ever is **Choplifter**, a helicopter rescue mission created by Broderbund Software. Now, under an agreement between Broderbund and Atari, **Choplifter** is coming for the Atari 2600 game system. Tentative release schedule calls for availability in the spring. And if we're lucky, more Broderbund titles will follow.



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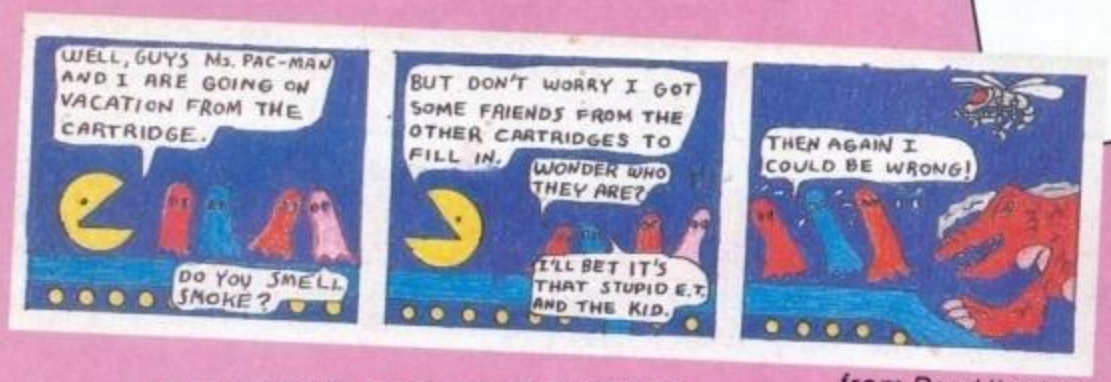
YOUR TURN

SPECIAL THANKS...
heartfelt congratulations, sincere hurrahs, loud-mouthed cheers, and, of course, the ever-popular 5 ARCs each to these talented Club Members whose contributions were especially appreciated on this trip through the mailbag: Andrea Marie Gonczy, Dolton, IL; Kim McFarland, Atlanta, GA; Mike Angotti, Wayne, NJ; Jerry Wang, Canoga Park, CA; Karalyn Schillaci, Loveland, CO; Gary Davis, Carmichaels, PA; Charles Kalina, Cambridge, MA; Sam Landman, Birmingham, AL; Matthew Tomch, Omaha, NB; John F. Dimitroff, Orange, CA; and David Lin, for his truly mindbogg-gling drawing of an arcade *Robotron:2084* game.

A bit of Christmas cheer, a puzzle for the New Year, and some cartoon silliness here. If you'd like to join our merry group of contributors, become instantly famous, achieve new popularity in your home or school, and even get a free Atari game cartridge if we print your submission, just send your contribution to Atari Age, Your Turn Dept., 120 Brighton Road, P.O. Box 5068, Clifton, NJ 07015. Sorry, we can't return your material, but rest assured it will occupy a place of honor in the editor's overflowing office.

from Terry Sheely
Cherry Grove, WV


WELL, GUYS MS. PAC-MAN AND I ARE GOING ON VACATION FROM THE CARTRIDGE.
DO YOU SMELL SMOKE?
BUT DON'T WORRY I GOT SOME FRIENDS FROM THE OTHER CARTRIDGES TO FILL IN.
WONDER WHO THEY ARE?
I'LL BET IT'S THAT STUPID E.T. AND THE KID.
THEN AGAIN I COULD BE WRONG!

from Ray Higgins
Madison, FL

ATARI SCRAMBLE

Can you unscramble these mixed up Atari cartridge names?

1. tosedrsia
2. dhatuen osehu
3. gtnhi viderr
4. longbwi
5. peusr raotbeku
6. fdeedren
7. avnuedetr
8. otls cerasr
9. skbabaetll
10. rlwrdaso
11. ksy vdier
12. isilems ncamdom
13. c-mpaan
14. sicnao
15. bmacto

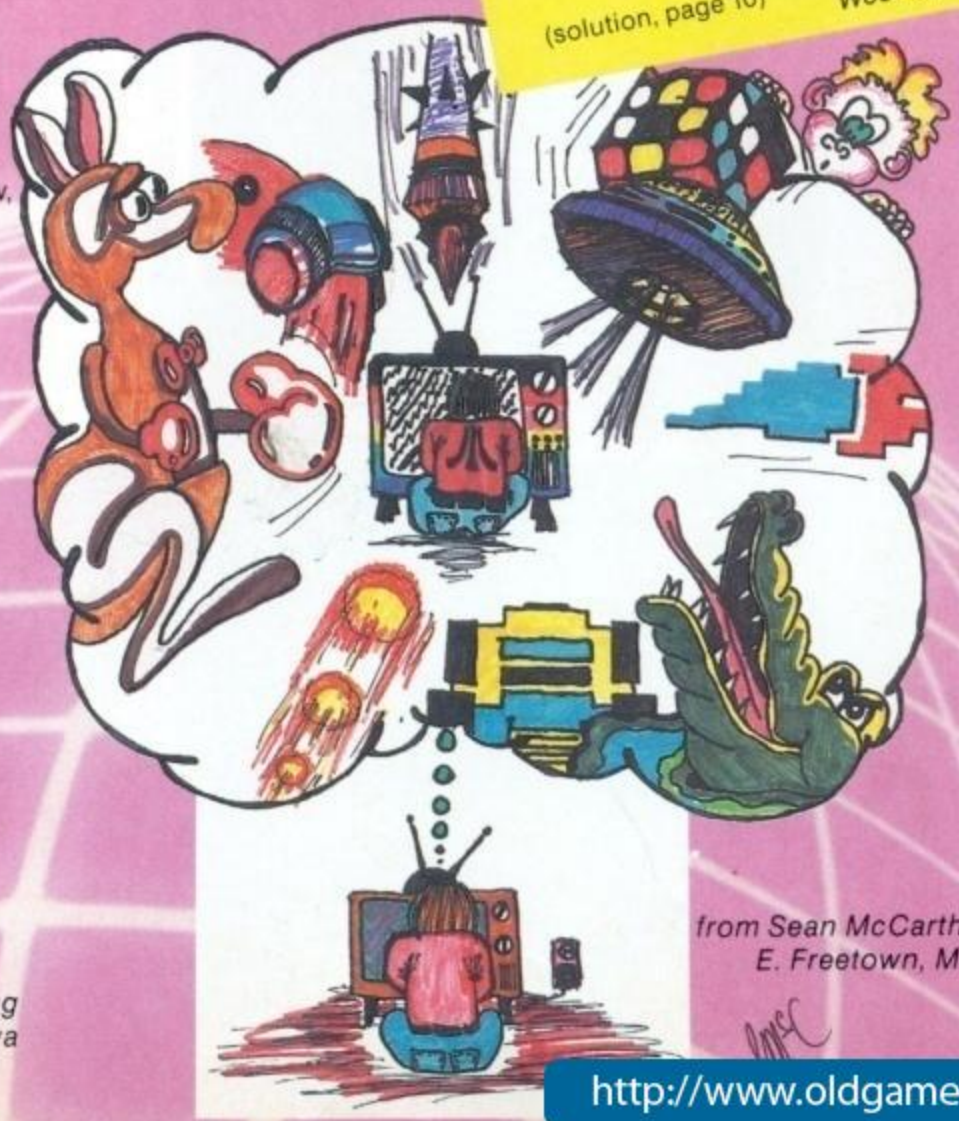
(solution, page 10)

from Amy Ashworth
West Chester, PA

T'WAS THE NIGHT OF ATARI

T'was the night the TV broke down—
And all through the place,
Not a cartridge was working—
Not even *Maze Craze*.
The family sat with a look of despair,
Hoping the repairman soon would be there.
When all of a sudden, they heard a loud bang,
They ran to the door and practically sang,
"Hurry, hurry, make the set work!
We've been waiting a week just to play *Berzerk*."
"Since you fixed it so quick, and you're such a good fellow,
We'll let you play a game of *Othello*."
He said, "Now that I'm through and have had my fun,
I think that I should probably run."
We didn't see him to the door,
For we were busy playing *Warlords*.
Then my Dad came running down the hall,
He wanted to play *Video Pinball*.
After that, we really weren't sure,
If we should play *Hangman*, *Asteroids*, or *Adventure*.
My Mom rushed in, and I couldn't stop her,
She pulled out *Outlaw* and replaced it with *Soccer*.
We pulled out the cartridge, we didn't mean to offend her,
But the rest of the family wanted *Defender*.
Defender really wore out my hand,
But I still wanted to play *Pac-Man*,
After *Pac-Man* I wanted to rest,
But Dad wanted to play *Video Chess*.
I couldn't decide which was best,
Dodge'Em, *Haunted House*, *Golf* or the rest.
But when I was finished, I was glad I could say—
"I had played ATARI today!"

from Patrick King
Clear Lake, Iowa



from Sean McCarthy
E. Freetown, MA

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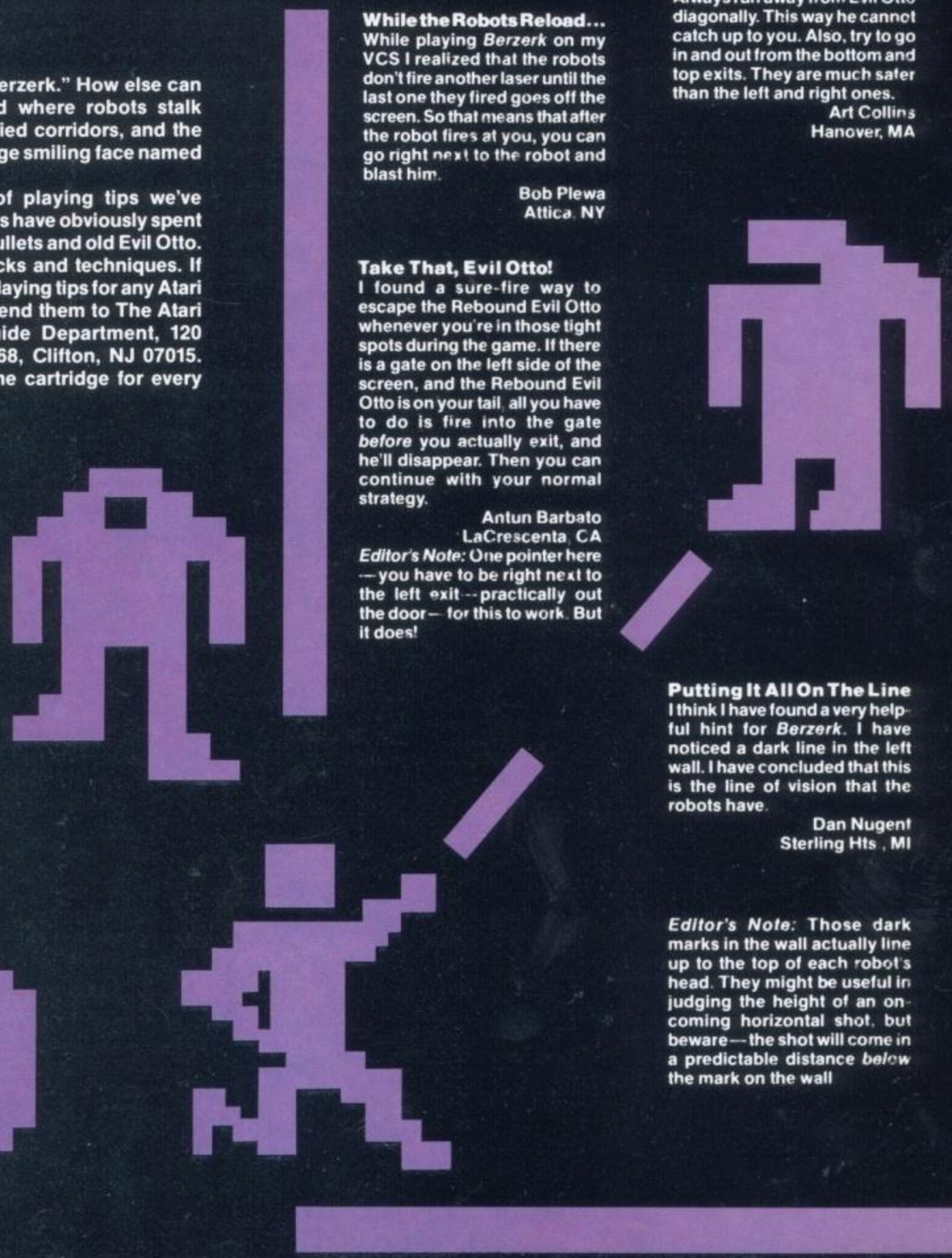
BERZERK

The name says it all—"Berzerk." How else can you describe a mad world where robots stalk humanoids through electrified corridors, and the controlling genius is a strange smiling face named Evil Otto.

Judging from the pile of playing tips we've received, Atari Club members have obviously spent lots of time dodging robot bullets and old Evil Otto. Here are the best of the tricks and techniques. If you have some worthwhile playing tips for any Atari home video game, please send them to The Atari Club, Master Strategy Guide Department, 120 Brighton Rd., P.O. Box 5068, Clifton, NJ 07015. We'll send a free Atari game cartridge for every contribution we publish.



The "Bow Tie" Trick
When a robot fires at you, if you are in the right place so that your neck is lined up perfectly with the robot's shot, the bullet will go right through your neck, without killing you.

David Biederman
New York, NY

While the Robots Reload...
While playing *Berzerk* on my VCS I realized that the robots don't fire another laser until the last one they fired goes off the screen. So that means that after the robot fires at you, you can go right next to the robot and blast him.

Bob Plewa
Attica, NY

Take That, Evil Otto!
I found a sure-fire way to escape the Rebound Evil Otto whenever you're in those tight spots during the game. If there is a gate on the left side of the screen, and the Rebound Evil Otto is on your tail, all you have to do is fire into the gate *before* you actually exit, and he'll disappear. Then you can continue with your normal strategy.

Antun Barbato
LaCrescenta, CA

Editor's Note: One pointer here—you have to be right next to the left exit—practically out the door—for this to work. But it does!

Playing the Angles
Always run away from Evil Otto diagonally. This way he cannot catch up to you. Also, try to go in and out from the bottom and top exits. They are much safer than the left and right ones.

Art Collins
Hanover, MA

Putting It All On The Line
I think I have found a very helpful hint for *Berzerk*. I have noticed a dark line in the left wall. I have concluded that this is the line of vision that the robots have.

Dan Nugent
Sterling Hts., MI

Editor's Note: Those dark marks in the wall actually line up to the top of each robot's head. They might be useful in judging the height of an oncoming horizontal shot, but beware—the shot will come in a predictable distance *below* the mark on the wall

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Atari Club

JANUARY

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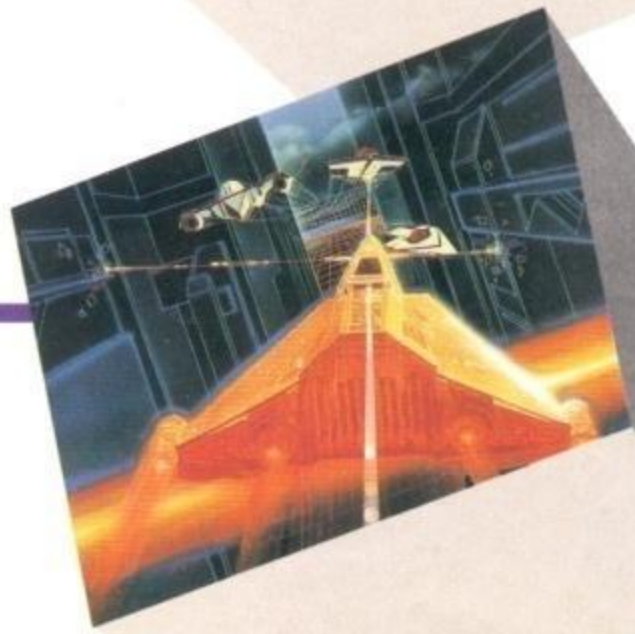

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FEBRUARY

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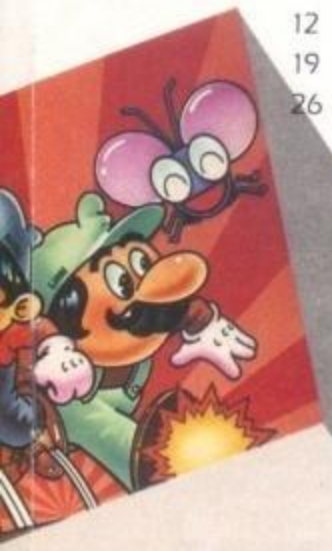

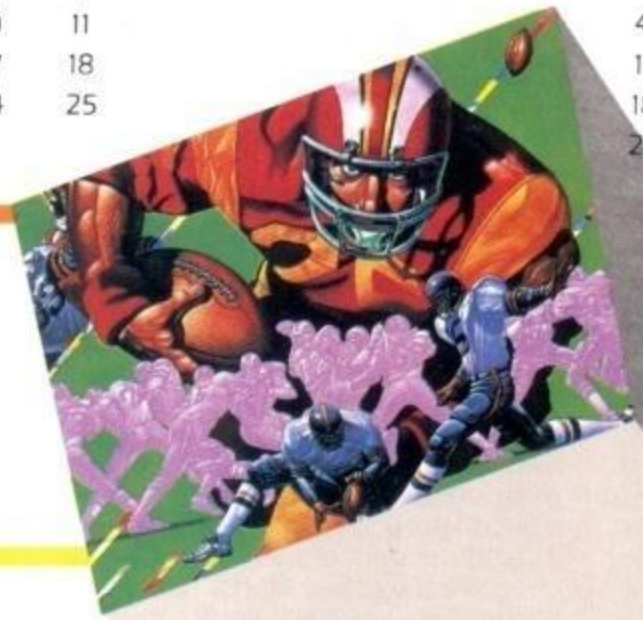

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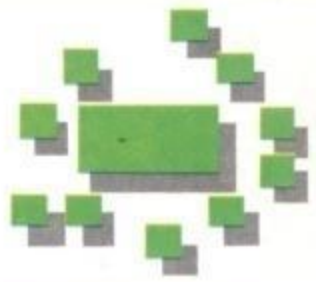

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DECEMBER

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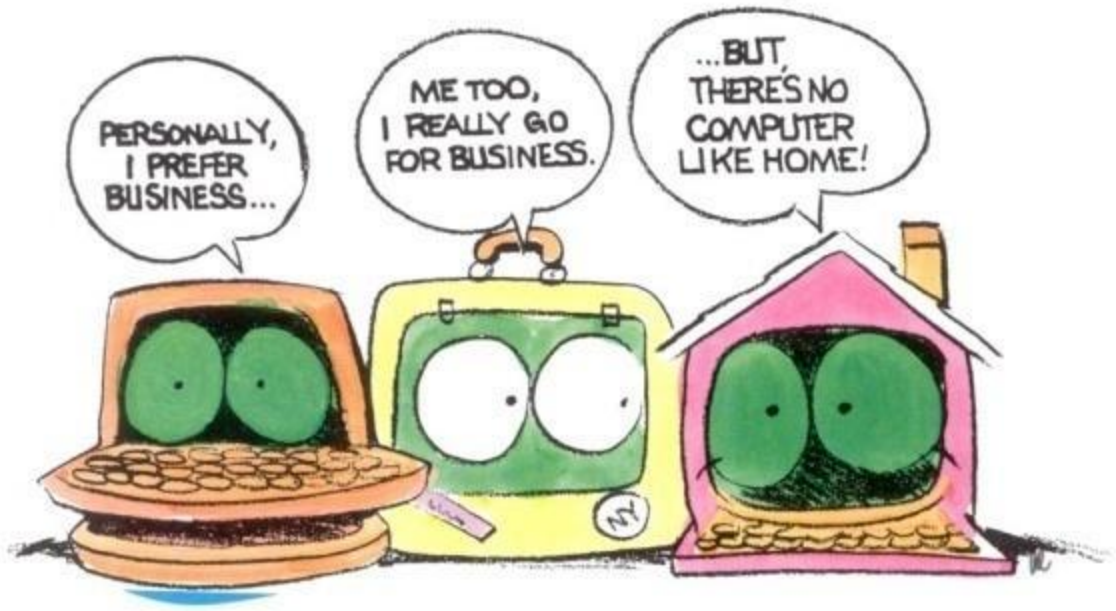
Computerworks

In this issue, our handy home computer hacker leads you through the treacherous computer marketplace to reach the point where you can make an intelligent choice of a computer to fit your own needs and desires.

Let's start out by making some assumptions. You are interested in buying a computer, but don't hold a degree from M.I.T. You are fairly sure you'll use the machine to try your hand at some programming and to play computer games. You have also heard that computers are good for other things, like word processing, record keeping, telecommunications, and education, and want to buy a machine that will have the capacity to do all of these things, if and when you want to do them. Let us also assume that you don't want to sell the family car to raise the money to finance your computer purchase.

Based on these groundrules, here are some tips, guidelines, and shortcuts for intelligent computer shopping.



• HOME COMPUTERS AND PERSONAL COMPUTERS— WHAT'S THE DIFFERENCE?

Computers are classified based on their size, from large mainframe computers which often as not occupy a room all their own in an office and have many people plugged into them through terminals, to small microcomputers, designed to be used by one person at a time and to fit on a desktop.

Within the microcomputer world, three significant divisions have developed: **personal** computers, **portable** computers, and **home** computers.

The term "personal" computer may sound warm and fuzzy, but in fact, it refers to machines that were designed to be used by individuals in an office environment. These machines typically use special-purpose monitors to display a picture, may or may not have built-in color capability, and are priced in the $1600-$2500 neighborhood. This is a very nice neighborhood, and some very attractive computers live there. However, the vast majority of "personal" computers have not even claimed to be suitable for general home use, and should not be considered for this purpose. The programs and service needed to support your purchase won't be there.

Two or three personal computers have attempted to bridge the gap between office and home use, particularly the Apple and the IBM PC. The question of whether you want to make this sort of investment in a computer for home use is strictly a personal one. What you get for your money is a computer capable of handling your needs, with a good selection of programs available and a certain amount of snob appeal. However understand that you do not have to spend this much for a home computer. You can find an equally impressive program selection and enough capacity to meet any home need in a machine costing 20%-30% as much. If what you want in your home is a business computer, that is certainly your choice to make. But for most people, you will be buying more than you need.

Another computer category that is receiving a lot of attention today are the portable computers. These are truly wonderful machines, capable of performing a wide range of functions, yet some are small enough to fit in a briefcase. The functions these machines are designed to fill are business applications—financial analysis, word processing, etc. If you want to play games, or teach Junior the alphabet, look elsewhere.

The category of choice for most **Atari Age** readers are the home computers. These machines typically run anywhere from $100-$500 to start, can use a regular television set as a viewing device, and have color display capacity built in. Within this group there is a wide range of choices available. Here are some tips on choosing between the contenders.

• WATCH OUT FOR NEWCOMERS

Walking through the aisles of the Consumer Electronics Show in Chicago this summer, it seemed that nearly everyone who manufactures products which plug into the wall was introducing a new home computer. Some of these machines have fairly impressive features. However, your requirements in a home computer are not limited to the nuts and bolts of microprocessors, RF modulators and kilobytes.

A key to the longterm value of a computer is the number of **third party suppliers** who make products for it. A third party supplier is an independent company which makes software and/or hardware which is compatible with a machine manufactured by someone else. Your Atari 2600 VCS unit is an example of a machine which has been widely supported by third party manufacturers. Just look at the number of games, joysticks, and accessories produced by other companies for owners of the VCS. While Atari would undoubtedly have preferred to have owners buy only Atari products, the existence of all these other manufacturers makes the system itself far more attractive than a system supported from just one source. In addition, it is safe to assume that the existence of all those competitive games and accessories has pressured Atari to work very hard at producing the absolute best products it can, to maintain its position in a highly competitive market.

The same is true for home computers. Until third party suppliers become interested in a system, that system has a limited selection of programs and accessories available, and fewer imaginations working to expand its capabilities. If a company that makes terrific television sets decides to make a home computer, they may do a terrific job. But unless other companies decide to invest their time and money in developing products to fit that new computer, its appeal will be limited. Your best bet is to stick with a leading manufacturer with proven support.

• SHOPPING SHORTCUT—GO SOFTWARE HUNTING

For most people, a home computer will be used primarily to run software. "Software" is the industry term for packaged computer programs—everything from games to financial spreadsheet programs to computer music composition utilities. Many people get a lot of fun and assistance from their home computers without ever learning a thing about computer programming—they let the professionals take care of how the machine works, and concentrate on what it can do.

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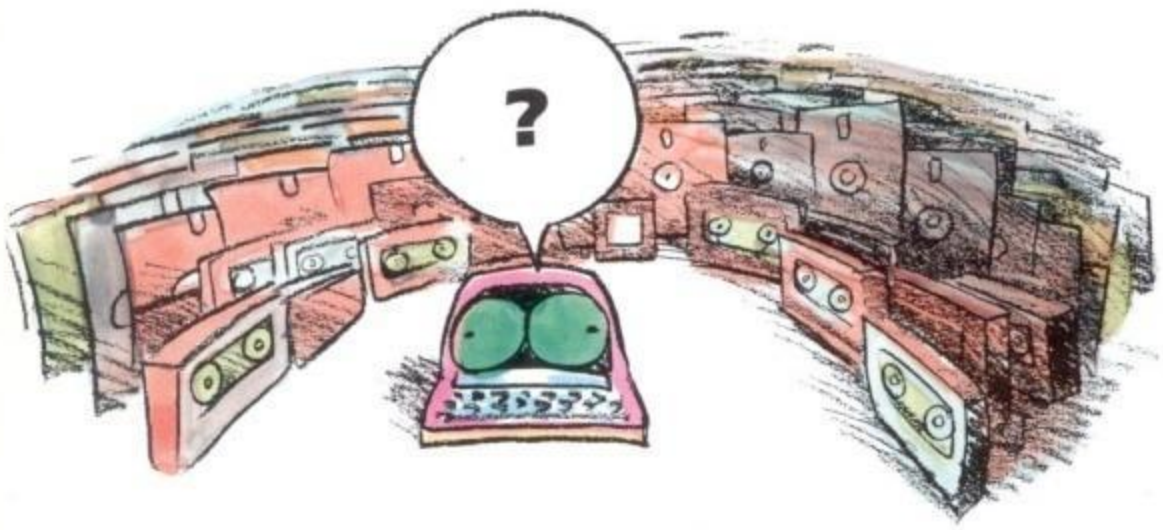
When selecting a home computer, you want a machine with a tremendous variety of software available. You may only need one word processing program, but you certainly want a variety to choose from, and the same goes for every other category of computer software.

It would be difficult to find a computer on the market today which doesn't offer at least one of everything. However, there are tremendous differences in both the quantity and the quality of software available. It is easy to find out what variety of software is available for each home computer on your list of possibilities. Go to a local software store and look at the shelves. Some computers have racks full of programs for you to select from—others have a little row off in the corner somewhere. The differences may surprise you.



Another good place to go window shopping is in the pages of computer magazines. One widely available publication which has a fine track record in serving home computer users is **Compute!** The articles in **Compute!** are very useful, and so are the advertising pages. Other good places to go "window shopping" in print are **Creative Computing** and **Popular Computing.**

Which brings up another point—one of the most crucial kinds of "software" is the printed word. Books and magazines devoted to individual computer brands are a very important resource, and here again, some computers are covered in far more depth than others. Check the racks at your local bookstore and computer store and compare the selection for different systems.

One more thought about software—watch out for advertising claims. One manufacturer recently ran a radio commercial in which their celebrity spokesperson claimed that this brand of computer had "more software cartridges than any other computer." The claim was probably accurate—but there's a fly in the ointment. Computer software comes in three forms—floppy disks, tape cassettes, and plug-in cartridges. While cartridges are popular and easy to use, they represent a small part of the total software available. Judging the complete line of software available in all three formats, the manufacturer in question ranks far behind several competitors. Do your own comparison shopping to find out what's available.

• EQUIPMENT TIPS

For a while there, computer makers were trying to create less expensive computers by building them with less expensive keyboards. Some had a flat surface with key shapes printed on—a "membrane" keyboard. Others had "chiclet" keys—little rubber pads that make touch-typing difficult and uncomfortable.

At this point, there is no reason to settle for less than a regular full-stroke typewriter-style keyboard.

• PERIPHERALS

You don't need to buy a lot of equipment to get started in home computing. Just the computer console itself will let you plug in and begin. "Peripherals" are the extra pieces of equipment you can add to turn your console into a computer system. These include program recorders and disk drives for program and information storage, printers, and modems used to connect your computer with another one through telephone lines. If you have the money, make either a program recorder or a disk drive your first addition—it will let you save your work if you're programming, and makes a lot more commercial programs available.

You don't have to buy all the peripherals you'll ever want when you start out. However, make sure that they are all available. Expandability is an issue worth considering—what can you add if you want to some time in the future. Go beyond the basics when asking questions in this area. Be sure that you can add a disk drive, and more than one drive if you choose—at least one highly publicized, highly priced system will only accept a single disk drive. Look for light pens and drawing tablets too—even if you don't want them now, somebody in your family may get the artistic bug. You should be able to choose from several printers, including both dot matrix and letter quality models. Also look for a variety of game controllers.

When starting your system, leave your options open to connect any potentially desirable combination of equipment in the future.

• MEMORY

We'll get into more detail on RAM and ROM in a future column—for now suffice it to say that a system with 48 to 64K capacity will be fine for virtually any home need. If you want to save money now, you can get by with a 16K system. Be certain, if you do choose a lower-capacity system, that additional memory expansion is easy and inexpensive. Frankly, you are likely to want more than 16K memory before long, and the total price of expansion memory to bring a lower-capacity system up to full memory capability is likely to be higher than starting out with a more powerful model.

• SHOPPING

That should be enough to chew on for this episode. Just one more shopping pointer—don't expect to get very much help in selecting a home computer at computer stores. The reason—there is less profit in selling inexpensive home computers than $1000-plus set-ups. Sales of home systems have largely been left to larger retail stores and mail order suppliers—great with prices, but frankly short on providing information. This is not to say that the information isn't available—it just means you'll have to read. There are plenty of buyers' guides, magazines, and books on the subject—dig in and buy smart!

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Change games instantly!

Load your 10 favorite Atari 2600 game cartridges into Romscanner—then choose the game you want by pushing a button! Switch games whenever you like—it takes less than a second to jump from game to game. Romscanner attaches easily to your Atari 2600 console, adds dynamic electronic control to your system.

ROMSCANNER
Item Code A81 $49.95

ATARI 2600 CARRYING CASE

Take your Atari 2600 wherever you go with this practical, lightweight carrying case. Compartments for game console, controllers, TV switchbox, power adapter, and 12 cartridges! Makes your system completely portable!

ATARI 2600 CARRYING CASE
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$19.95

ATARI 5200 CARRYING CASE

Great for traveling with your 5200 system, or storing it when not in use. Holds game console, power adapter, controllers, eight games.

ATARI 5200 CARRYING CASE
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REMOTE CONTROL WIRELESS JOYSTICKS

Easy to hook up, remote control system includes two wireless joysticks and receiver unit. Play Atari 2600 games up to 20 feet away from the game console! Requires two 9-volt batteries, not included. (For Atari 2600 and Atari Home Computer systems)

REMOTE CONTROL WIRELESS JOYSTICKS
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Our guarantee to you—if you receive any item from The Atari Club which does not work properly, you can return it for replacement or refund for a full 90 days from the day it arrives at your home.

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ARCS

THE CLUB CURRENCY

Here's your first opportunity to take advantage of the power of Atari Redemption Certificates—ARCs. Just pick the offer you'd like, fill in the order form opposite page 26, and send it along with your ARCs and any payment required. Or keep saving your ARCs for a future offer, if you prefer.

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Price with 10 ARCs $35.99
Save $8.96

GET A PROFESSIONAL-QUALITY JOYSTICK FREE!

Atari Space Age Joystick
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With 20 ARCs—**Absolutely Free!**

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Atari 2600 Trak-Ball Controller	Item Code A72	$44.95
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Hall of Fame Scoreboard	Item Code A50	$6.95
Atari Club Thermal Mug	Item Code A38	$3.95
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AC Adapter	Item Code A01	$6.95
Joystick Controller (single)	Item Code A03	$9.95
Keyboard Controller	Item Code A04	$21.95
Paddle Controllers (pair)	Item Code A05	$14.95
TV Switch Box	Item Code A06	$6.95
Dust Cover	Item Code A10	$7.95
Joystick Repair Kit	Item Code A70	$4.50
For Atari 5200:		
Joystick (single)	Item Code A61	$21.95
AC Adapter	Item Code A62	$12.95
TV Switchbox (for units with automatic switchbox feature)	Item Code A63	$21.95
Atari 5200 Trak-Ball Controller	Item Code A64	$74.95
Atari VCS Adaptor	Item Code A65	$74.95

ALL THE HIT ATARI 2600 GAMES

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☐ Atari Video Cube™ C80	$26.95
☐ Crazy Climber[1] C68	26.95
☐ Gravitar™ C88	31.95
☐ Quadrun™ C97	31.95
SKILL GALLERY	
☐ Battlezone™ C84	$26.95
☐ Centipede™ C73	29.95
☐ Demons to Diamonds™ C48	19.95
☐ Dig Dug[2] C87	29.95
☐ Joust[3] C89	29.95
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☐ Krull[6] C83	19.95
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☐ Super Breakout™ C42	19.95
☐ Video Pinball™ C40	19.95
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☐ Night Driver® C25	$19.95
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☐ Asteroids™ C03	$26.95
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☐ Galaxian[12] C72	26.95
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☐ Cookie Monster Munch[16] C93	26.95
☐ Math Gran Prix™ C47	19.95
☐ Pigs in Space[17] C96	26.95
☐ Snoopy and the Red Baron[18] C94	26.95
☐ Sorcerer's Apprentice[19] C92	26.95

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The creators of television's foremost educational programs — Sesame Street, Electric Company, and 3-2-1 Contact — have teamed up with the creator of the world's most popular videogames to bring the fun and learning of Sesame Street right into your home. Preschoolers will love the continuous challenge, long-term enjoyment, nonviolent action, and valuable learning opportunities — and of course, they'll love playing with their Sesame Street Muppet friends!

All Atari Sesame Street Library games are played with the special Atari Kid's Controller, a sturdy keypad with brightly colored overlays made especially for preschoolers.

BIG BIRD'S EGG CATCH

Big Bird has to be fast on his feet to catch the eggs as they are laid by hens from the hayloft overhead. Kids practice with the concepts of right and left and following directional arrows while having fun with their feathered friend and his poultry problem.

Item Code C95
Member Price: $26.95

ALPHA BEAM WITH ERNIE

Practice important alphabet skills by beaming letters into position on the Alpha Beam Fuel Station.

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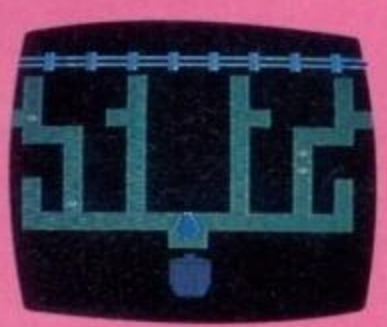
Member Price: $26.95



COOKIE MONSTER MUNCH

Children have fun practicing valuable pre-reading skills while leading Cookie Monster through the maze in pursuit of delicious cookies.

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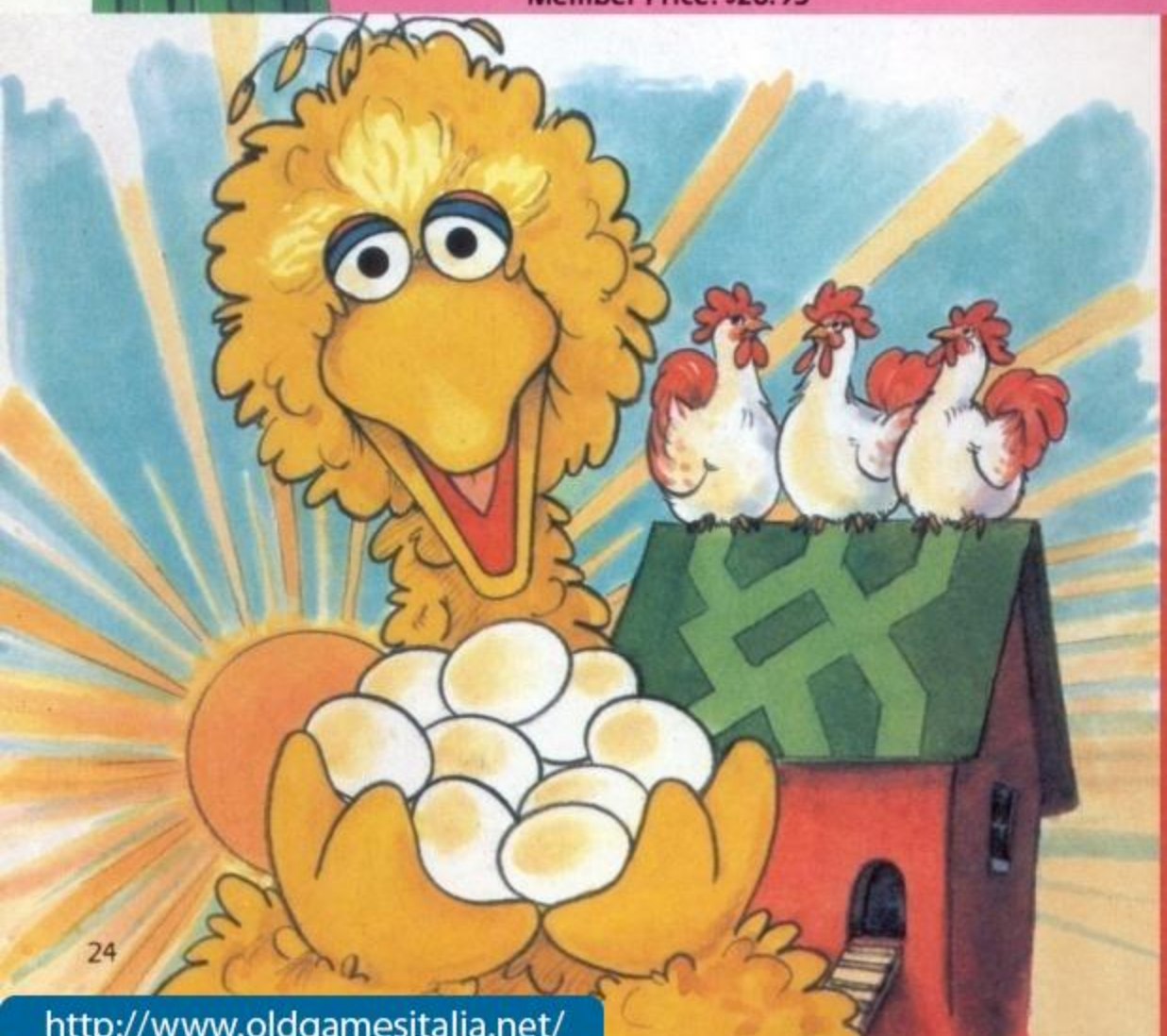

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COIN VIDEO ATARI CORNER

POLE POSITION II

What do you do when one of your coin video games has been the #1 arcade hit for months? Improve it, of course, and that's precisely what Atari and Namco have done, with the introduction of **Pole Position II.**

The basic gameplay remains the same—a winning combination of track-level point of view, hairpin curves, roaring sound effects, and incredibly fast racing action.

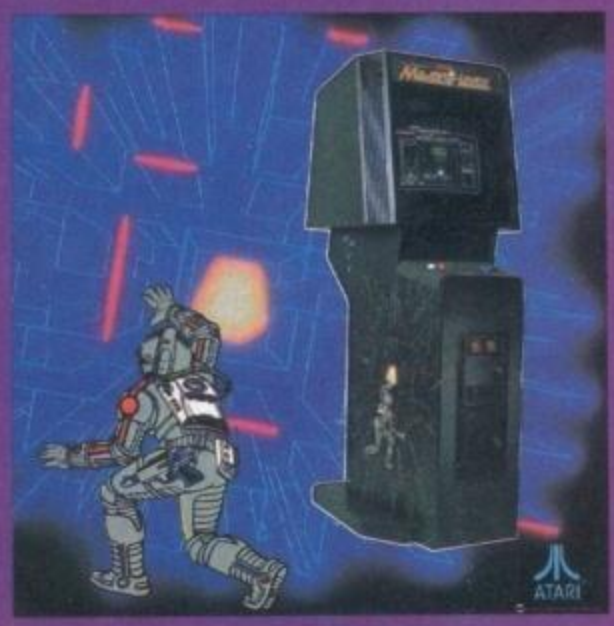
Pole Position II offers a number of improvements which make the game even more fun to play. There are now four different tracks to choose from, each with its own twisting, challenging layout and handsome background scenes. The cars are now even more detailed than before, and the explosions are more spectacular than ever, with bouncing tires and bloodcurdling sound effects.

It's a high-performance package of added features that puts the immensely popular **Pole Position** into overdrive—**Pole Position II.**

The Adventures of MAJOR HAVOC

Get ready for a multipart action adventure pitting heroic clones against the evil Vaxxian Empire—get ready for **The Adventures of MAJOR HAVOC.**

The game combines space game action with maze-running strategy to give unusual depth of gameplay. There are four separate scenes in each level—the Tactical Scanner Display, the Space Wave, the Space Station Landing, and the Space Station interior maze. Each section of **Major Havoc** requires a different blend of skill and strategy, challenging you to defeat the dreaded Vaxxian robots and move your clone army closer to your goal of destroying the enemy reactor and freeing your people.



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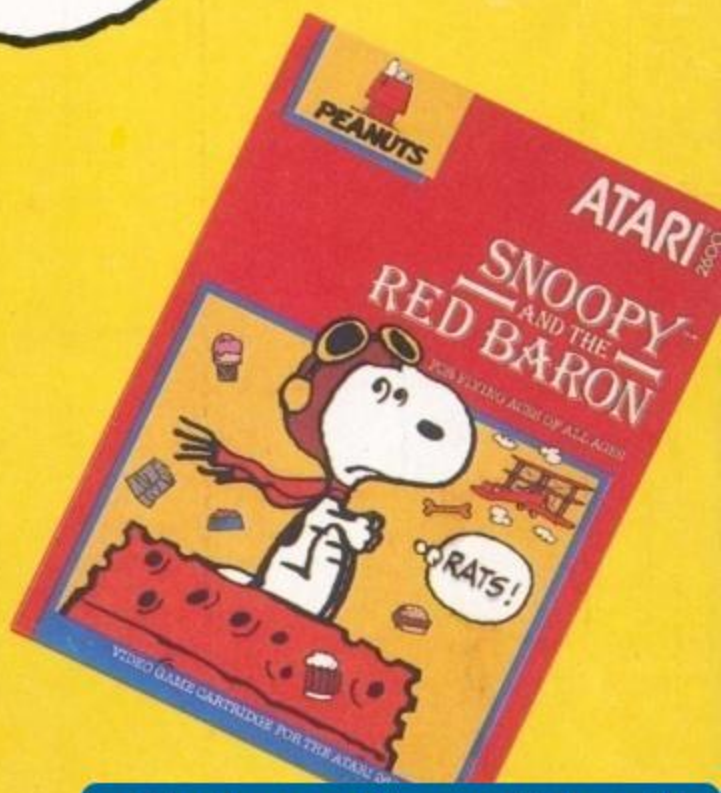
SNOOPY AND THE RED BARON

The classic battle — World War I flying ace SNOOPY versus the dreaded Red Baron. At stake — the Allied troops entire supply of treats! The Baron has stolen all the burgers, and root beer, and ice cream, lollipops and more from our brave troops at the front. Morale is shattered! It's SNOOPY to the rescue, in this action-packed aerial dogfight videogame.

Climb aboard your Sopwith Camel doghouse and take off in pursuit of your foe. Shoot him down if you can, but watch out — the Baron is a superb shot himself. Game animation is so detailed, you can actually tell how many times you've been hit by the gunshot marks on the roof of SNOOPY's doghouse!

The whole family loves the Peanuts gang, and this great new Atari game was designed with the whole family in mind — there are four skill levels to choose from, so everyone from little sister to your resident arcade champ will find just the right challenge for peak enjoyment.

SNOOPY AND THE RED BARON
Item Code C94 Club Member Price $26.95



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LIMERICK CONTEST

You don't care for a sonnet with everything on it, or an ode to a toad in the road? So you think airs poetic are simply pathetic—perhaps a few limericks will teach you some new tricks. So here's our new contest with prizes sublime—that should spark your interest in rhythmical rhyme!

#1:
A lady from Lexington Station,
Discovered to her consternation,
That the game her son spoke of
Concerned things automotive
And not Lech Walesa's location.

#2:
There once was a simian band,
Who thought tossing apples was grand,
Till one fateful hour
Marsupial power
Put an end to the good times they planned.

#3:
A robot with laser beam firing,
Can make a poor human's life tiring,
With aim quite erratic
Controls Otto-matic
And brainpower less than inspiring.

#4:
There once was a lady quite round,
Who would gobble up fruit by the pound.
If you offered her dots
She'd consume lots and lots
All the while making strange beeping sounds.

#5:
His people are gripped with dismay,
But our hero will soon save the day.
He'll blow up the foe
As he weaves to and fro,
Quite a job for this strange backwards ray.

HOW TO ENTER

1) Identify the game being discussed in each of the five limericks on this page. Type or clearly print your answer in the space provided on the official Atari Club Contest Entry Form on page 27, or a reasonable facsimile, and mail to ATARI CLUB LIMERICK CONTEST, 120 Brighton Rd., P.O. Box 5068, Clifton, NJ 07015.
2) No purchase necessary to enter.
3) Send as many entries as you like, one entry per envelope. Entries must be received by March 30, 1984.
4) Winners will be selected in a random drawing from all correct entries. All prizes will be awarded. Only one prize per family. There are no prize substitutions permitted, nor are the prizes transferable. Taxes on prizes are the sole responsibility of winners. Odds of winning depend on the number of entries received.
5) Contest open only to U.S. residents except employees (and their families) of Warner Communications, Inc., its advertising agencies, subsidiaries, or affiliates. This contest is subject to all federal, state, and local regulations. Void where prohibited or restricted by law.
6) For a list of winners, send a stamped self-addressed envelope to Winners List, Limerick Contest, The Atari Club, 120 Brighton Rd., P.O. Box 5068, Clifton, NJ 07015. Also, the results will be published in the May/June 1984 issue of *Atari Age*.

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An Atari 5200 with 5 game cartridges!
Ten SECOND PRIZES
Atari Trak-Ball Controller
Forty THIRD PRIZES
Atari Backpack
Five Hundred FOURTH PRIZES
5 Atari Club ARCs

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THREE FOR FREE

The ARC program—our way to give Atari Club members special prices on selected Atari products. The more ARCs you have, the more money you save. To sample the power of ARCs, just turn to the Clubhouse Store on page 23—you'll find special ARC prices on three cartridges, the Atari 2600 Trak-Ball controller, and even a free Space Age joystick in exchange for 20 ARCs.

Club members get ARCs in many ways—as rewards for Your Turn contributions, as contest prizes, and as membership renewal bonuses. To help get the program off to a big start, we're sending a free ARC to everyone who places an order from this issue of **Atari Age**. And here's an exciting "extra"—three valid ARCs printed below. Just cut them out on the dotted lines, and you've started your collection of ARCs!

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HOW TO USE ARCs

- If you have enough ARCs to take advantage of the offer you like, just send them along with a completed order form and any cash required in the envelope provided.
- If you don't see what you want, or don't have enough ARCs yet, keep collecting them — there are new ARC offers coming all the time, and the more ARCs you have, the more you'll save.
- Get ARCs through opportunities in **Atari Age** magazine — by winning them in a contest, becoming an "honorable mention" contributor to "Your Turn", ordering from the Clubhouse Store, renewing your membership, etc.
- Check the current ARC special offers in **Atari Age**. There will be a new offer in each issue.

This certificate is redeemable only through the Atari Club and not through any retailers.

This certificate redeemable only on the purchase of specific Atari products as the same may be advertised from time to time by the Atari Club. any other use constitutes fraud.

This certificate is not transferable, non-assignable, and non-reproducible. No substitutions are allowed.

This certificate expires on Dec. 31, 1984 and must be used prior to said date unless extended by the Atari Club. Allow 6-8 weeks for delivery.

Be sure when you redeem this certificate that it is accompanied by the required documentation.

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Good only in the United States of America. Customer must pay any sales tax.

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P.O. Box 5068
Clifton, NJ 07015

ATARI
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BOOTHILL

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"HAVE AN ICE DAY"

Penguin Power comes to your 5200 System in a fast-paced game that combines strategic thinking with plenty of quick action and beautifully animated characters—**Pengo.**

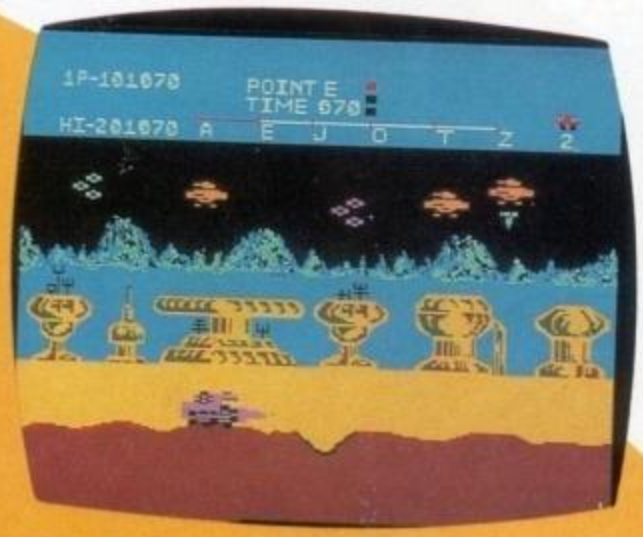
Just like arcade **Pengo**, the game takes place in a South Pole position, as our penguin hero battles deadly Sno-Bees in a field of ice blocks. The blocks form a moveable maze. Kick an ice block into a Sno-Bee and destroy it. But watch out for flashing blocks—they contain nesting bees that can hatch into full-grown foes. Be careful how you place the three special diamond ice blocks—line them up and you earn big bonus points. And remember to work fast—the faster Pengo clears out the Sno-Bees the more bonus points you earn.

PENGO Item Code G25
Club Member Price $36.95

CRATER-LEAPING LUNAR LUNACY

Moon Patrol is ready for your Atari 5200 system—but are you ready for **Moon Patrol?** At first this game may look sort of "cute"—the moon buggy you drive over the lunar surface features cartoon-style animation, and the music in the background is more toe-tapping than terrifying. But wait till you start playing! You have to deal with craters, boulders, rolling rocks, land mines and enemy tanks—and that's just on the ground level! Overhead there are three different kinds of UFOs trying their best to wipe you off the lunar surface. You are armed with an anti-gravity "jump" button to leap over obstacles, laser weapons that fire forward and overhead simultaneously and, perhaps best of all, a "continue" feature that lets you start your next game at the same point you reached in your previous **Moon Patrol.**

MOON PATROL Item Code G21 Club Member Price $36.95



MOON PATROL

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Boot Hill

ORDER ANY ATARI 5200 GAME FROM THE ATARI CLUB AND SAVE

ON 5200 TRAK-BALL CONTROLLER OR VCS CARTRIDGE ADAPTOR

YOUR CHOICE ONLY $59.99 WITH 5200 CARTRIDGE PURCHASE!

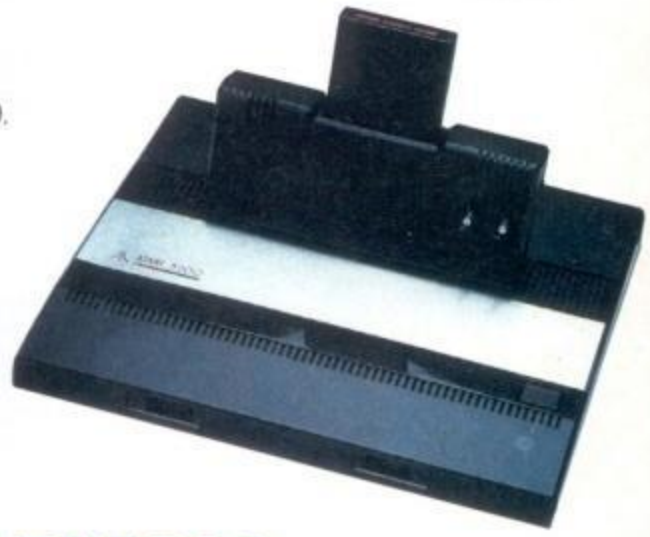
Atari 5200 VCS Cartridge Adaptor

Play all Atari 2600 system cartridges on your Atari 5200.
Regular Club Price $74.95
WITH 5200 CARTRIDGE PURCHASE
ITEM CODE A68 **$59.99**

Atari 5200 Trak-Ball Controller

Get real arcade action for your Atari 5200 system.
Regular Club Price $74.95
WITH 5200 CARTRIDGE PURCHASE
ITEM CODE A67 **$59.99**

Offer expires March 15, 1984



WE HAVE THE COMPLETE ATARI 5200 GAME LIBRARY READY FOR SHIPMENT!

Baseball	Item Code G11	**$28.95**	Qix	Item Code G14	**$28.95**
Centipede	Item Code G09	**$36.95**	Soccer	Item Code G05	**$28.95**
Countermeasure	Item Code G10	**$28.95**	Space Dungeon	Item Code G17	**$36.95**
Defender	Item Code G07	**$36.95**	Space Invaders	Item Code G03	**$28.95**
Dig Dug	Item Code G23	**$36.95**	Star Raiders	Item Code G04	**$36.95**
Football	Item Code G08	**$28.95**	Super Breakout	Item Code G15	**$28.95**
Galaxian	Item Code G01	**$36.95**	Tennis	Item Code G12	**$28.95**
Joust	Item Code G22	**$36.95**	Vanguard	Item Code G13	**$36.95**
Jungle Hunt	Item Code G18	**$36.95**			
Kangaroo	Item Code G19	**$36.95**	**NEW RELEASES**		
Missile Command	Item Code G02	**$28.95**	BERZERK	Item Code G27	**$36.95**
Ms. Pac-Man	Item Code G20	**$36.95**	MOON PATROL	Item Code G21	**$36.95**
Pac-Man	Item Code G06	**$36.95**	PENGO	Item Code G25	**$36.95**
Pole Position	Item Code G16	**$36.95**	ROBOTRON:2084	Item Code G26	**$36.95**

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THE HITS OF '83

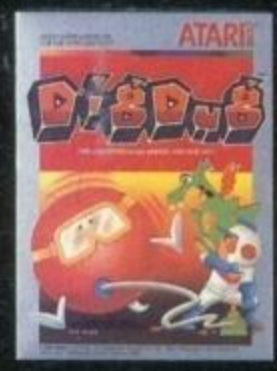
Atari introduced more must-have videogames in 1983 than ever before—so many, in fact, that it was just about impossible for fans to keep up with them all. As 1983 draws to a close, The Atari Club is here to help you fill those gaping holes in your cartridge collection. We've chosen 6 great 1983 cartridges and created a special offer—the more you order from the Club, the more you save on each!

ORDER ANY 1
PAY JUST
$29.95

ORDER ANY 2
PAY JUST
$27.95
EACH

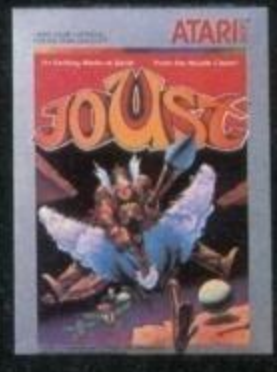
ORDER ANY 3
PAY JUST
$25.95
EACH

ORDER ANY 4
PAY JUST
$23.95
EACH



ORDER ANY 5
PAY JUST
$21.95
EACH

ORDER ALL 6
PAY JUST
$19.95
EACH



TO ORDER:

BY PHONE: Call toll-free with credit card order **1-800-538-8543**
(CA residents call 1-800-672-1404)

BY MAIL: Use the convenient order form opposite page 26.

Offer expires March 15, 1984

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PIGS IN SPACE

Space — the ultimate frontier. As our heroic astronauts push back the limits of our knowledge through extraterrestrial exploration, they find wonders beyond belief — Chickenvaders, soaring Pastaroids, robot Gonzoids armed with lethal pizzas....

Wait a minute...which astronauts found **that** strange stuff? Why, the daring crew of the Swine-trek, from the Muppet Show, of course. And now you can join them in their outer space adventures, thanks to the hilarious new **Pigs in Space** videogame from Atari. You may **think** you've conquered space videogames, but nothing has prepared you for this celestial silliness — it's pure Muppet Madness brought to your home videogame screen in all its bizarre glory, ready to give intergalactic giggles to your whole family.

PIGS IN SPACE
Item Code C96
Club Member Price $26.95
for your Atari 2600 system

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